

ON DEVASTATING DREADNAUGHTS: A GUIDE

DREADNAUGHTS Dreadnaughts don't return. They are huge. They are mobile, intruding where they are least wanted. Dreadnaughts can destroy fleets, planets, solar systems and entire galaxies.

DESTRUCTIVE: DESTROY ALL DREADNAUGHTS Failure will result in the negation of the galaxy.

Your mission ends when you destroy the entire Dreadnaught convoy when any Dreadnaught reaches the Blueprint with at least one missile left intact, or when all Novaway Hyperships have been destroyed.

HIGHSCORE

- Insert cartridge, turn power on
- To select one of seven missions:
Asari: Press Game Select until the number of the desired mission appears onscreen.
10000*: Press Reset on left controller (Press 1-7 on controller pad).
- To begin:
Asari: Press Start on controller, then push Joystick forward or press the Flying button.
10000*: Press Start on left controller, then press any side button.
- Turn power off before removing the cartridge.

HYPERRIGHTER BASICS

FLYING

- To accelerate: Push Joystick forward
- To decelerate: Pull back on Joystick

WEAPONS

Asari: Misses Computer: Press Joystick button for fire laser bolts. To drop strontium bombs, press Joystick button three times.
10000*: Press either top-side Joystick button to drop strontium bombs. Press either bottom-side Joystick button for fire laser bolts.

HYPERRIGHTER RESPONSE STATUS: You will begin each mission with 10 Novaway Hyperships. While flying missions 1-4, 20 additional Hyperships will be added to your squadron. For each Dreadnaught you destroy, Novaway's 4 additional Hyperships for each Dreadnaught destroyed on missions 5-7.

CLASSIFIED PRIORITY ONE

What follows represents all existing intelligence on the Dreadnaughts. Read it carefully.

STRATEGY STAGE ONE: Consult your status screen before takeoff. Your Novaway HyperFighter appears at the Bionganite. Behind you are native HyperFighters, lined up in attack sequence in front of the Galactic Unstable Energy Field. As a chart of the status screen you will see the total number of Dreadnaughts destroyed on this mission, the outline of the Dreadnaught you will attack, and that Dreadnaught's distance from the Bionganite, as measured in parsecs.

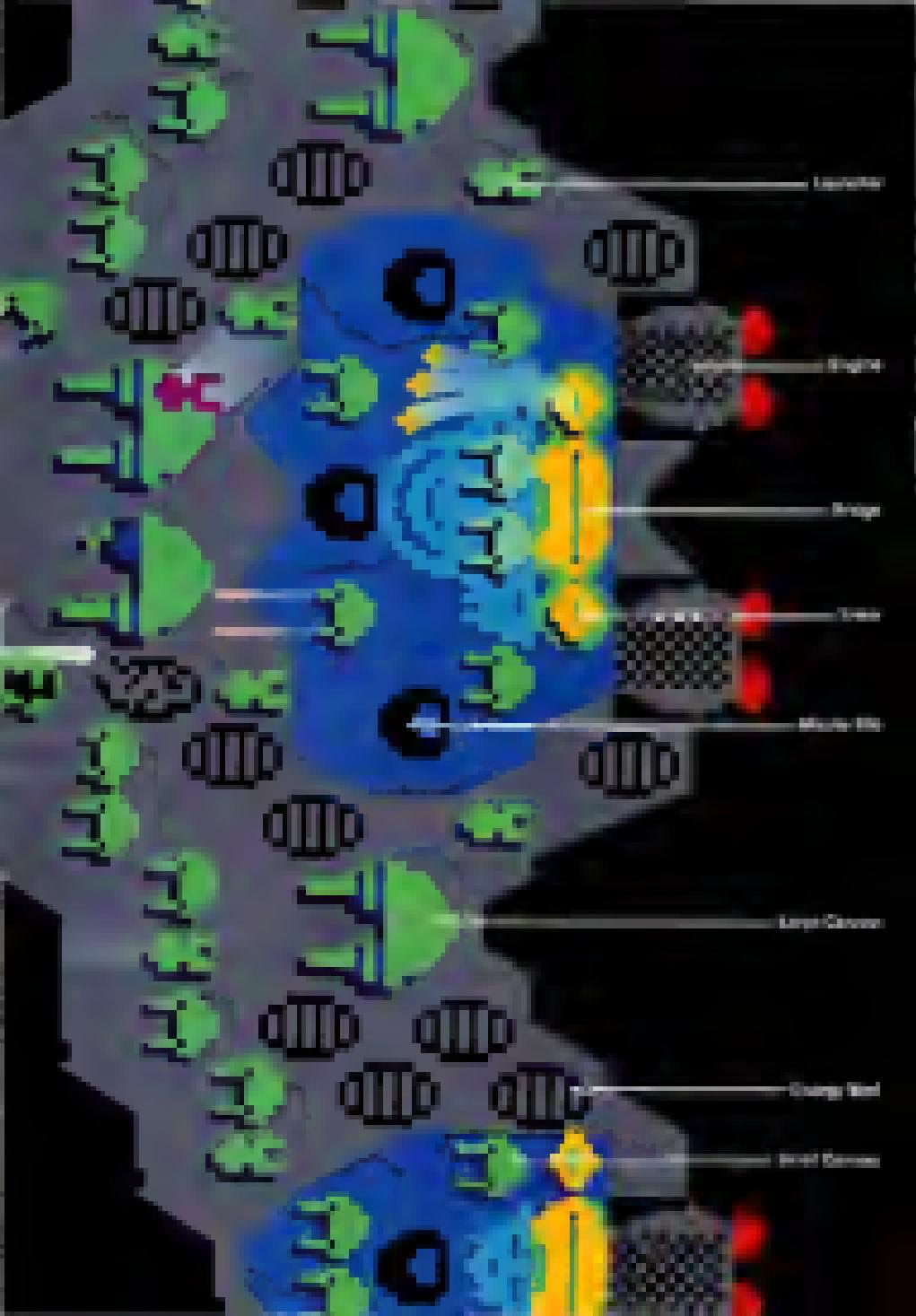
PLAN OF ASSAULT

Launch your Novaway HyperFighter from the Bounded Zone Bionganite. Proceed on course for the Dreadnaught. Shoot down the Dreadnaught targets. Once beyond the Dreadnaught, you will return to the Bionganite and prepare for another attack pass. The Dreadnaught advances on the Bionganite when an attack pass is completed.

BONUSES (see section HERE) You earn points for destroying each Dreadnaught target and simultaneously eliminating in-flight missiles launched from the Dreadnaught. Score bonus points for each Dreadnaught you destroy.

RATING/INCENTIVE LEVELS Destroy the following targets for these point values.

Energy Vent	00
Engine	00
Glo	00



LASER BOLTS destroy the following Dreadnaught weapons for these point awards:

WEAPON	POINTS
Small Cannon	1
Large Cannon	5
Orbital Launcher	5
Tower	5
Queen Launcher	10
Bridge	10

DAMAGING PRIORITIES

- Destroy the BRIDGE to reduce Dreadnaught firing rate by 50 percent.
- Destroy each TOWER to slow the Dreadnaught's approach velocity.
- CALDS issue anti-matter missiles which can detonate the Unstoppable Energy Field. Destroy them.
- In order to destroy a Dreadnaught, bomb all ENERGY VENTS.

MISSION VARIATIONS

Mission Level	Difficulty	Number of Dreadnaughts
1	Easy	1
2	Novice	2
3	Intermediate	3
4	Challenging	5
5	Advanced	10
6	Expert	15
7	YGTBIC*	500

- Requirement: To Be Kidding
- Point of Emphasis: Level of mission difficulty

JOIN THE ACTIVISION® "DREADNAUGHT DESTROYER" CLUB

Collect the entire fleet of Dreadnaughts on missions level 4 or higher and you will earn gold star status, a plaque in stellar history and a membership in the prestigious "Dreadnaught Destroyer" Club.

Send us a picture of your TV screen and we'll mail you the Dreadnaught Destroyer emblem along with our hearty congratulations. Be sure to write "The Dreadnaught Destroyer" on the bottom left corner of the envelope.



TACTICAL TIPS FROM THE TOP

Tips from Tom Loughry, designer of The Dreadnaught Destroyer, and Eric Howell, creator of this version.

"Know back of the Dreadnaught's distance from the Stargate. As it gets closer it's a good idea to slow down its velocity by bombing the engines. If it gets really close, destroy all the smaller ships. That way the Unstoppable Energy Field is safe even if the Dreadnaught reaches the Stargate. Unless you lose all your Hyperfighters, that is."

"Destroy those Dreadnaught weapons which give you the most difficulty. But keep in mind that the only way to destroy a Dreadnaught is by bombing all its energy vents. Don't waste time on extras, just try to destroy every target."

"Until we hear from you between missions, God bless. May the grace of God be with you."



Eric Howell



Tom Loughry

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